

LQR Control of a Planar VTOL

by

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1 Introduction

For this project I wanted to implement an LQR controller on a simple MIMO linear system. The dynamic system I chose to model and control was a simple two-dimensional UAV, or planar VTOL. The planar VTOL seemed to be an ideal system to study since it is relatively simple, yet it has many similarities to more complex rotor-craft systems such as quadrotor UAVs. In Dr. Beards undergraduate controls class, we used the planar VTOL as an ongoing case-study exercise, and this project is an extension of that work. The specifics of this project include re-modeling the linear state-space system, and then implementing LQR control, set-point control, and observer-based control in MATLAB and SIMULINK.

2 Linear Dynamic Model

The planar VTOL is characterized by a point mass m_c at the vehicle center, and two additional point masses m_l and m_r at a distance d on opposite sides of the vehicle. The term m_c represents the vehicle's main body and electronics, and m_l and m_r represent electric motors and propellers. There are three forces acting on the VTOL which are f_l , f_r , and then the force of gravity f_g . The vehicle pose is defined by horizontal displacement z , angle θ , and vertical displacement h . An illustration is given below.

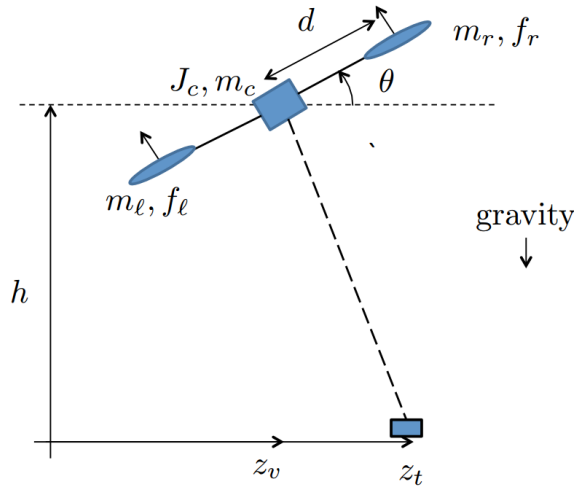


Figure 1: Planar VTOL physical System Definition

The dynamic model (or plant) that is used in simulation includes the full non-linear dynamics of the VTOL. For the controls design however, a much simpler linear model is used. Using principles of linearization from the textbook, the linear dynamics of the system were found to be

$$\ddot{z} = \frac{-F_e}{m_c + 2m_r} + \frac{-\mu\dot{z}}{m_c + 2m_r} \quad (1)$$

$$\ddot{\theta} = \frac{\tau}{J_c + 2m_r d^2} \quad (2)$$

$$\ddot{h} = \frac{\tilde{F}}{m_c + 2m_r} \quad (3)$$

where F_e is an equilibrium force to counteract gravity, μ is a damping force to represent the propeller drag, J_c is the VTOL's rotational moment of inertia, and τ and \tilde{F} capture the combined force and torque from f_l and f_r . These linear dynamics can be put into state-space form as follows:

$$\dot{x} = \begin{bmatrix} \dot{z} \\ \dot{\theta} \\ \dot{h} \\ \ddot{z} \\ \ddot{\theta} \\ \ddot{h} \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & \frac{-F_e}{m_c+2m_r} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 \end{bmatrix} \quad (4)$$

3 Full-State Feedback LQR

4 Set-Point LQR Controller

5 Implementing an Observer